

AR in Education Market Size to Worth USD 24.23 billion by 2030 | With a 32% CAGR by Exactitude Consultancy

Global AR in Education Market include -Apple Inc., Blippar, DAQRI, EON Reality Inc.

LUTON, BEDFORDSHIRE, UNITED KINGDOM, April 3, 2024

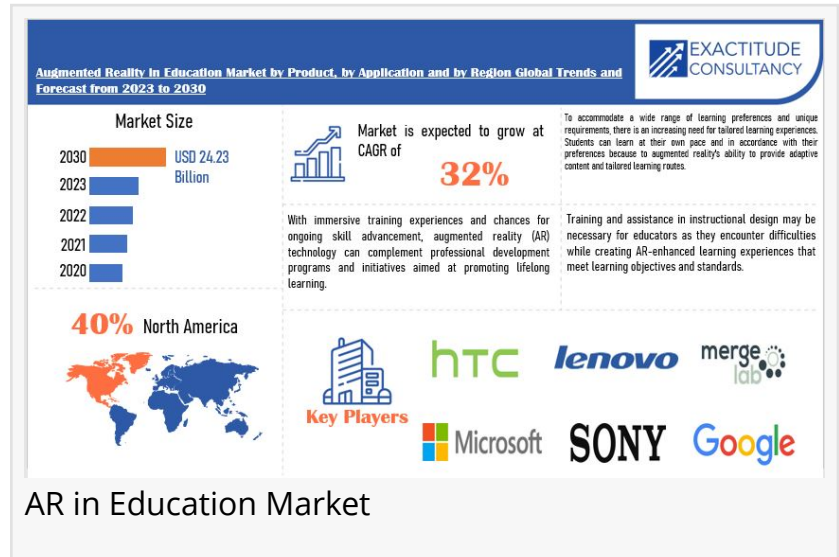
/EINPresswire.com/ -- The "[AR in Education Market](#)" Size, Scope, and Forecast 2024-2030 report has been added to the market research collection of Research Reports. The report offers an in-depth analysis of the growth of the industry by segmenting it by type and geography. It

provides an overview of the current market size and its forecast in terms of revenue and volume. Industry experts and researchers have offered an authoritative and concise analysis of the AR in Education Market with respect to various aspects such as growth Factors, challenges, Restraints, Developments, and Opportunities for growth. This report provides a pin-point analysis of

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The AR in education market is booming, offering immersive learning experiences that engage students. Its growth is driven by technological advancements and a demand for interactive learning tools.”

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changing dynamics and emerging trends in the AR in Education Market. The report also includes competitor and regional analysis and highlights the latest advancements in the market. Also this report analysis Porters five forces analysis, value chain analysis, SWOT analysis are some additional important parameters used for the analysis of market growth

The global AR in Education market size was valued at USD 3.47 billion in 2023, and is projected to reach USD 24.23 billion by 2030, registering a CAGR of 32% from 2024 to 2030

The Augmented Reality (AR) for Education market is experiencing crucial trends as educators leverage AR technology to enhance teaching methods and student engagement. AR solutions for education are witnessing innovations in interactive textbooks, educational apps, and augmented learning experiences. Collaboration between AR developers and educational institutions is driving advancements in content visualization, gamified learning, and virtual laboratories. As educators seek to create more immersive and interactive learning environments, the market is poised for continuous growth. AR for education plays a critical role in making abstract concepts tangible, fostering collaboration, and providing students with a more interactive and dynamic learning experience, contributing to the evolution of education in a digital age.

Request a sample report for AR in Education Market:

<https://exactitudeconsultancy.com/reports/41234/ar-in-education-market/#request-a-sample>

Top Key Players in AR in Education Market:

Apple Inc., Blippar, DAQRI, EON Reality Inc., Google, HP Reveal, HTC Corporation, Lenovo, Magic Leap, Marxent, Merge Labs Inc., Meta Company, Microsoft Corporation, Oculus VR, Samsung Electronics, Sony Corporation, Upskill, Vuforia, Wikitude

Recent Developments:

February 21, 2024 – Sony and KDDI Accelerate Efforts to Promote Digital Transformation in the Broadcasting and Media Industries. Sony Corporation and KDDI Corporation announced that they will accelerate their joint efforts in their video-related solutions businesses to promote digital transformation (DX) in the broadcasting and media industries.

January 9, 2024 – Sony Corporation announced development of an immersive spatial content creation system, which includes an XR head-mounted display equipped with high-quality 4K OLED Microdisplays*2 and video see-through function, and a pair of controllers optimized for intuitive interaction with 3D objects and precise pointing. The system is aimed at supporting creators in sophisticated 3D content creation.

If you require any specific information that is not covered currently within the scope of the report, we will provide the same as a part of the customization.

Segmentation of AR in Education Market:

AR in Education Market by Application

AR in K to 12

AR in Primary and Secondary Education

AR in Higher Education

AR in Education Market by Product

AR Solutions in Education

AR Hardware in Education

AR Content Management in Education

AR Gaming in Education

AR in Education Market, By Geography

North America emerges as the predominant region in the AR in Education market. Renowned for its cutting-edge technological infrastructure, robust educational systems, and significant investment in innovation, North America serves as a pivotal hub for AR integration in educational settings. The region hosts numerous leading AR technology firms, research institutions, and educational entities pioneering the incorporation of AR into learning environments. Additionally, governments in North America exhibit notable support for initiatives aimed at modernizing education through technology, thereby driving the expansion of the AR in Education market. Furthermore, the presence of key industry players like Google, Microsoft, and Apple, coupled with widespread access to AR-enabled devices such as smartphones, tablets, and AR glasses, further solidifies the region's dominance.

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To study and analyse the global s market size (value and volume) by company, key regions/countries, products and application forecast to 2030.

To understand the structure of AR in Education market by identifying its various sub segments.

To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and risks).

Focuses on the key global AR in Education manufacturers, to define, describe and analyse the sales volume, value, market share, market competition landscape, SWOT analysis and development plans in next few years.

To analyse the AR in Education with respect to individual growth trends, future prospects, and their contribution to the total market.

To project the value and volume of AR in Education submarkets, with respect to key regions (along with their respective key countries).

To analyse competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

To strategically profile the key players and comprehensively analyse their growth strategies.

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There are several compelling reasons to consider purchasing this report on the global AR in Education Market:

Comprehensive Market Insights: The report provides a detailed and comprehensive analysis of the global AR in Education Market, covering key trends, growth drivers, challenges, and opportunities. It offers valuable insights into market dynamics, enabling informed decision-making and strategic planning.

In-Depth Industry Analysis: The report delves into the competitive landscape, market segmentation, and key players' profiles. It presents a thorough assessment of the market's current and future potential, helping businesses identify potential partnerships, acquisitions, or investment opportunities.

Market Size and Forecast: The report includes accurate market sizing and forecasting data, enabling businesses to gauge the market's growth potential and plan their investments accordingly. This data-driven approach assists in optimizing resource allocation and mitigating risks.

Emerging Trends and Innovations: By highlighting emerging trends and innovations in the AR in Education Market, the report equips businesses with valuable foresight. Staying ahead of the curve on technological advancements and consumer preferences can offer a competitive edge.

Regional Analysis: The report examines the AR in Education Market across different regions, providing a comprehensive understanding of regional dynamics and market variations. This information aids businesses in devising region-specific strategies and tapping into high-growth markets.

Regulatory Insights: With an analysis of relevant regulations and policies impacting the AR in Education Market, the report helps businesses navigate compliance requirements and mitigate regulatory risks.

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